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 Terms used **recirculating texture map blend color feedback**

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### 1 [The VolumePro real-time ray-casting system](#)

Hanspeter Pfister, Jan Hardenbergh, Jim Knittel, Hugh Lauer, Larry Seiler

 July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.11 MB)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** graphics hardware, hardware systems, rendering hardware, rendering systems, volume rendering

### 2 [Interactive multi-pass programmable shading](#)

Mark S. Peercy, Marc Olano, John Airey, P. Jeffrey Ungar

 July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(5.99 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Programmable shading is a common technique for production animation, but interactive programmable shading is not yet widely available. We support interactive programmable shading on virtually any 3D graphics hardware using a scene graph library on top of OpenGL. We treat the OpenGL architecture as a general SIMD computer, and translate the high-level shading description into OpenGL rendering passes. While our system uses OpenGL, the techniques described are applicable to any retained mode i ...

**Keywords:** OpenGL, graphics hardware, graphics systems, illumination, interactive rendering, languages, multi-pass rendering, non-realistic rendering, procedural shading, programmable shading, rendering, texture mapping, texture synthesis

### 3 [Enhanced Spot Noise for Vector Field Visualization](#)

Willem C. de Leeuw, Jarke J. Van Wijk

 October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available: pdf(1.01 MB)

 Additional Information: [full citation](#), [abstract](#)
[Publisher Site](#)

Spot noise is a technique for texture synthesis, which is very useful for vector field visualization. This paper describes improvements and extensions of the basic principle of spot

noise. First, better visualization of highly curved vector fields with spot noise is achieved, by adapting the shape of the spots to the local velocity field. Second, filtering of spots is proposed to eliminate undesired low frequency components from the spot noise texture. Third, methods are described to utilize gra ...

**Keywords:** texture synthesis, flow visualization

#### 4 Real-time simulation of dust behavior generated by a fast traveling vehicle



Jim X. Chen, Xiadong Fu, J. Wegman

April 1999 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 9 Issue 2

Full text available: pdf(1.01 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Simulation of physically realistic complex dust behavior is very useful in training, education, art, advertising, and entertainment. There are no published models for real-time simulation of dust behavior generated by a traveling vehicle. In this paper, we use particle systems, computational fluid dynamics, and behavioral simulation techniques to simulate dust behavior in real time. First, we analyze the forces and factors that affect dust generation and the behavior after dust particles ar ...

**Keywords:** computational fluid dynamics, particle systems, physically-based modeling, real-time simulation, vehicle

#### 5 GI-cube: an architecture for volumetric global illumination and rendering



Frank Dacheille, Arie Kaufman

August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: pdf(650.91 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The power and utility of volume rendering is increased by global illumination. We present a hardware architecture, GI-Cube, designed to accelerate volume rendering, empower volumetric global illumination, and enable a host of ray-based volumetric processing. The algorithm reorders ray processing based on a partitioning of the volume. A cache enables efficient processing of coherent rays within a hardware pipeline. We study the flexibility and performance of this new architecture using both ...

**Keywords:** hardware accelerator, volume processing, volume rendering, volumetric global illumination, volumetric ray tracing

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